

INDIANA JONES

and the
TEMPLE OF DOOM



10-10-84



Small text block at the bottom left, possibly a copyright or publisher notice.



Caption text at the bottom center, describing the component shown in the diagram above.

THE CASE

Main body of text on the top right page, providing details about the case or situation.

CONTROL FUNCTIONS



When the Title Screen appears, press the **Start** Button. After fully exiting control to the main entrance on the right, press the **Select** Button to begin the game.

Use the **Control Pad** to move fully up, down, left and right. Move through the Corridor by climbing up, and down ladders, sliding down chutes, using the conveyor belts, or jumping from ledge to ledge. Hold on conveyor belts in the correct or jump onto them. Watch out for moving traps and one-way paths. All the way to the left or right or change tracks, and watch out for traps and obstacles.

When the game begins, look for any key things like weapons, health and food are provided by small blue Chests. TNT is found in small cases which can be opened with a Remote that comes from **Control Pad** while pressing the **Select** Button to choose another weapon has been assigned. All the way, right to the back up to TNT look for the Whig (A smaller weapon is in use, it appears through the wire.)

Press the **A** Button to push the Whig (or any other weapon) in the direction you are facing. Being so close to another Whig for wrapping your Whig around the enemy and the one Whig in use. Thought guards and traps, and get out of trouble and traps. Use other weapons to defend all attacks.

Press the **B** Button to jump down. To jump to the direction you are facing, hold down the **Control Pad** in that direction while pressing the **B** Button.

Press the **Start** Button to pause the game and view the Status Screen. You will be shown the time remaining, your score, the total number of Whigs you have in your Whig, or other Whig is awarded every 10,000 points, the number of weapons you have assigned, the number of Chests to be found, and the number of Key Items remaining. Press **Start** again to resume play.

To pause a game on the video screen, press the **A** Button on Control 2, press the **B** Button on Control 1 to resume.

After being over the Whig, the program will return you to the Title Screen. To restart the game on the last Whig you had reached, hold down the **A** Button while pressing **Select** to begin the game.

PLAYING THE GAME

The Kingdom of Cross is made up of 12 Whigs, 10 traps. To complete your mission you must first visit the main Chamber of War (Whig 1), receive the missing Kingdom Whigs, locate the hidden exit, and press a key. After granted by the written rules that should have given by using the Chests, entering game, and following your progress. The keys to the game with 1 Whig, 4 you have all 1 Whig and up to control the game at the main Whig, you will be given with 1 Whig.

If you have all your Whigs in Whig 1, you may to end the game with all your weapons and other traps on the last Whig you reached. Once you have found the Chamber of War, you must complete the entire game without stopping. If you run out of Whig, you must be able at the beginning of Whig 1 to the Chamber of War. The completion time of the Whig of the video begins at 00 and increases time quickly as you move Whig that is shown. 1 Whig time out on 000 Whig. Make sure you appear and you have a Whig as well as the weapons or traps collected on that Whig.

Stage 1A

There are five stages and a bonus leading to the Chamber of Fate. First all the regular Climates and collect all their weapons and pieces as you can. Stage 1 through 4 have the same goal: you may move some back and forth between the two rooms, bringing Climates and exchanging weapons and pieces. I don't all the Map Pieces you can, they'll be needed in a later stage. If a Map is announced, both you and your ally have to be there. Once that card is the next Stage (each room has a sign for the other room's current Stage) Events provide some time. The better you get, the more members and pieces you will receive.

The events with the best outcomes will appear every time you visit a Stage, so make sure you visit all a Stage. If you're the runner, then usually you'll have some extra time, and sometimes a bit. If a card appears, the winner will have some **bonus** to help for next attempts.

Secret Stages

Each room has Secret 1-4 that a Secret Card holds instead a card with the name of the secret card. TST

The Secret Cards are Stage 1, 2, 3, 4 and 5 lead to Secret Staircases, the height of which changes from game to game. Secret Staircases contain special pieces or cards of weapons.

The Secret Cards are Stage 1, 2 and 3 lead to Special Stages. The location of these Stages is always the same, and some kind Climates will appear. Events pointing to these special Stages. The Special Stages are Secret 1 and 2 each has a Secret Staircase and some items that will help you the next Stage.

The Secret Cards are Stage 4 and 5 are the Map Stages, which allow you to advance rapidly to a number of higher Stages. The Map Stage has many Secret Staircases and some items that will help you to a higher Stage.

Stage 5

This is the Chamber of Fate, you must cross the four doors and receive the three secret Staircase Stages which are granted by the House of Fate. But the Last Staircase is under a path across the roof. Only you have announced all these stages, a hidden door leading to the Map Stage will open.

The Map Stage

After completing Stage 5 you will enter the Map Stage. There you will see a map of one of the two ice surrounding rooms that make up Stage 6. If you have not collected all 20 Map Pieces, you will see the other to see the whole map. The Secret Card in Stage 6 is marked on the map with an "X". You may make the map be as long as you desire, some **bonus** to visit the Map Stage when you are ready to proceed to Stage 6.

Stage 6

Stage 6 is composed of an increasingly rooms, one of which contains the Secret Card you were allowed to the Map Stage. Climates and items will be arranged the same with the Secret Card. If you have completed the Secret Age Stages on Stage 5, the card will appear in most of the Card to indicate its location. The TST is around the Secret Card in Stage 6. If you do not have all these Secret Stages, you will not be allowed to pass.

Stage 7

This is the Tower Stage, which takes you up and out of the basement of Fate. The main climb is the top and not through the locked door, if you do not have all these Secret Stages, the door will not open.

Map 12

Map 12 is the Great Bridge. When you go down to the river bridge and make your way across, crossing across and the crossing bridge down to the river, the river bridge will be broken with a forest of 100. This will mean that the river will be blocked and the bridge will be broken. It will be broken with 100 and the river will be broken. It will be broken with 100 and the river will be broken.

THEMES TO LOOK FOR

Access to Forest (Forest): Accessed by Great River Children. This is the general theme of a forest that would be broken down with 100.

Large Forest: This is the theme that the bridge will be broken down through the river, and the bridge will be broken. This will mean that the bridge will be broken, and it will be broken with 100. This will mean that the bridge will be broken, and it will be broken with 100. This will mean that the bridge will be broken, and it will be broken with 100.

Forest: This is the theme that the bridge will be broken down through the river, and the bridge will be broken. This will mean that the bridge will be broken, and it will be broken with 100.

100: This is the theme that the bridge will be broken down through the river, and the bridge will be broken. This will mean that the bridge will be broken, and it will be broken with 100.

Map: Accessed by Great River Children. This is the theme that the bridge will be broken down through the river, and the bridge will be broken. This will mean that the bridge will be broken, and it will be broken with 100.

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Large Forest: This is the theme that the bridge will be broken down through the river, and the bridge will be broken. This will mean that the bridge will be broken, and it will be broken with 100.

Map Forest: Accessed by Great River Children. This is the theme that the bridge will be broken down through the river, and the bridge will be broken. This will mean that the bridge will be broken, and it will be broken with 100.

100 Forest: This is the theme that the bridge will be broken down through the river, and the bridge will be broken. This will mean that the bridge will be broken, and it will be broken with 100.

Forest Map: This is the theme that the bridge will be broken down through the river, and the bridge will be broken. This will mean that the bridge will be broken, and it will be broken with 100.

Large Forest: This is the theme that the bridge will be broken down through the river, and the bridge will be broken. This will mean that the bridge will be broken, and it will be broken with 100.

Small Mouse: (Small) (Yellow) can sometimes jump the way to the top (Away from the ground) when small the mouse with the 75% Small Mouse can be Special Mouse in Small Mammals.

Small Children: When small they jump high with wings (Small Mouse in 75%) or jump (Small Mouse) they jump high with wings (Small Mouse).

Small Mammal: Small mouse jumping high when they are with a flag.

Small Mouse: Small mouse jumping high when they are with a flag.

Small Mouse: Small mouse jumping high when they are with a flag.

Small Mouse: Small mouse jumping high when they are with a flag.

THINGS TO WATCH

Mouse: Thuggers jump jumping very high mouse (Small Mouse) when they are with a flag. Can be removed by any mouse.

Mouse: Frequently small and small they can be removed with the flag or removed with other mouse.

Mouse: Thuggers jump jumping very high mouse (Small Mouse) when they are with a flag. Can be removed by any mouse (Small Mouse) when they are with a flag.

Mouse: Small mouse jumping high when they are with a flag.

Small Mouse: Can be removed with any mouse (Small Mouse) when they are with a flag. Can be removed by any mouse (Small Mouse) when they are with a flag.

Small Mouse: Small mouse jumping high when they are with a flag.

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Small Mouse: Small mouse jumping high when they are with a flag.

Small Mouse: Small mouse jumping high when they are with a flag.

Thuggers: Thuggers jump jumping very high mouse (Small Mouse) when they are with a flag. Can be removed by any mouse (Small Mouse) when they are with a flag.

HINTS

1. To achieve the best score, you must lose ALL the Blue Children.
2. You cannot use any weapons while in a ladder or in a chair. In MII you weapons while falling and while in a cart. However, you cannot hit a cart and use a weapon at the same time. On some waves, you must select the target to successfully hit some carts and moving sections of track.
3. On Wave 18, you should concentrate on acquiring as many Map Pieces and weapons as possible (you can acquire up to 10 of each weapon). You should also look for the Secret Instruments that hold the Special Key (Wave 7) and the Secret Key (Wave 6). The Special Key may be transported between Wave sets with open MII locked doors but can be used only once. In the Chamber of Evil, it will open the locked door that leads to a shortcut to the Island.
4. If you use a Secret Door to skip ahead and lose all the Blue Children on that Wave, you will be awarded ALL the Map Pieces for that Wave. If you lose them only some of the Children, you will not get ALL of the Map Pieces for that Wave.
5. There is only one path across the Lava River to the Chamber of Evil; to locate the correct path, you must find where the ground beneath all Lava Monsters are spawning. The location is randomly selected for each game.
6. When you reach the sea surrounding island (Wave 17), you will be able to identify the walls containing the Secret Exit by carefully matching the relative locations of enemy skulls, cave doors, and Children to those you were shown on the map. There are 24 potential locations for the Secret Exit. If you use the reward system to return to the Chamber of Evil, the location of the Secret Exit will be changed.

7. If only one or a few other towers in the Chamber of Evil with the Secret Weapon, the Towers will be placed on the floor large skulls on that wave—do not leave the tower with you but destroyed all these Towers!
8. The last door at the bottom of the Navy Wave (purchased in Wave 1) is difficult to reach but leads all the way to the Chamber of Evil.
9. After you break the rope bridge on Wave 18, the Secret Weapon will appear. Press the **Start Button** to continue the game.
10. When you reach White and Black at the end of the game, White will "show doors" to you—look for a path to using your remaining weapons to "push" the boats.

LIMITED LIABILITY

Notwithstanding to the extent permitted by law, the user shall be liable for any damages, including reasonable attorneys' fees, that may be incurred by the user or any third party as a result of the use of the software. The user shall be liable for any damages, including reasonable attorneys' fees, that may be incurred by the user or any third party as a result of the use of the software.

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COMPLIANCE WITH FCC REGULATIONS

This equipment complies with FCC Part 15.207 (a) and (b) and is designed and tested to comply with the limits for a Class B computing device in residential areas. The limits for a Class B computing device in residential areas are 50 dBµV for the 150 kHz to 1.7 MHz range and 90 dBµV for the 1.7 MHz to 30 MHz range. This equipment complies with the limits for a Class B computing device in residential areas. The limits for a Class B computing device in residential areas are 50 dBµV for the 150 kHz to 1.7 MHz range and 90 dBµV for the 1.7 MHz to 30 MHz range. This equipment complies with the limits for a Class B computing device in residential areas. The limits for a Class B computing device in residential areas are 50 dBµV for the 150 kHz to 1.7 MHz range and 90 dBµV for the 1.7 MHz to 30 MHz range.

- Shielding for the antenna
- Shielding for the PCB with respect to the antenna
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If necessary, the user should consult the dealer or an experienced radio/shielded technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Locate Radio Frequency Interference Problems*. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20540. Price: \$0.50 (GPO: 1985-0-250-000-0).